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ABSTRACT

This book helps teachers learn how to use and make educational media, covering traditional and new media such as computer laboratories, authentic assessment, theory bases, and hypermedia. Chapter topics progress from simple to complex. Each chapter includes clearly stated behavioral objectives that provide a study guide for students and can serve as a basis for assessment by the teacher. Ideas for making and using media are kept together so that students can understand the relevance of learning how to make media for teaching. New features for this 6th edition include expanded theory bases and technological trends; computer coverage in each chapter; stand-alone production instructions; pedagogical trends; and clear text design and layout. The book contains 12 chapters: Instructional Technology Today; Communication and Visual Literacy; Displays and Worksheets; Overhead Projection; Commercial Media--locating ready-made media, texts, computer software, free materials, bias in instructional materials, and electronic databases; Designing Instruction--instructional design models, goals and objectives, concept maps, and scripting a media project; Still Photography--slides, prints, digitized photos, cameras, lenses, projectors, and using stills in video production or hypermedia projects; Using Motion Media--film, tape, laser discs, and digitizing motion on a computer; Producing Motion Media; Audio Media--dubbing sound, sound effects, digitizing and manipulating sound, and incorporating sound into computer projects; Educational Computing and Hypermedia; and Teaching with Media. An index/glossary is provided. (SWC)

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